WM5 - NED, AN ORIGIN STORY

Medium / 1 Survivor (Ned) / 45 minutes

Ned lost the keys to his bunker. After spending a lot of time trying to find them, he received a mysterious note: "I found a large set of keys. If you are the owner, come find me!"

Material needed: **Zombicide: 2nd Edition.**
Tiles needed: **3V, 4V, 5V, & 6V.**

OBJECTIVES

This is a solo Mission, played with Ned. Accomplish the objectives in this order to win the game:
1- Get your keys. Take the Green Objective.
2- And out of here! Reach the Exit Zone with Ned and another Survivor. They may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

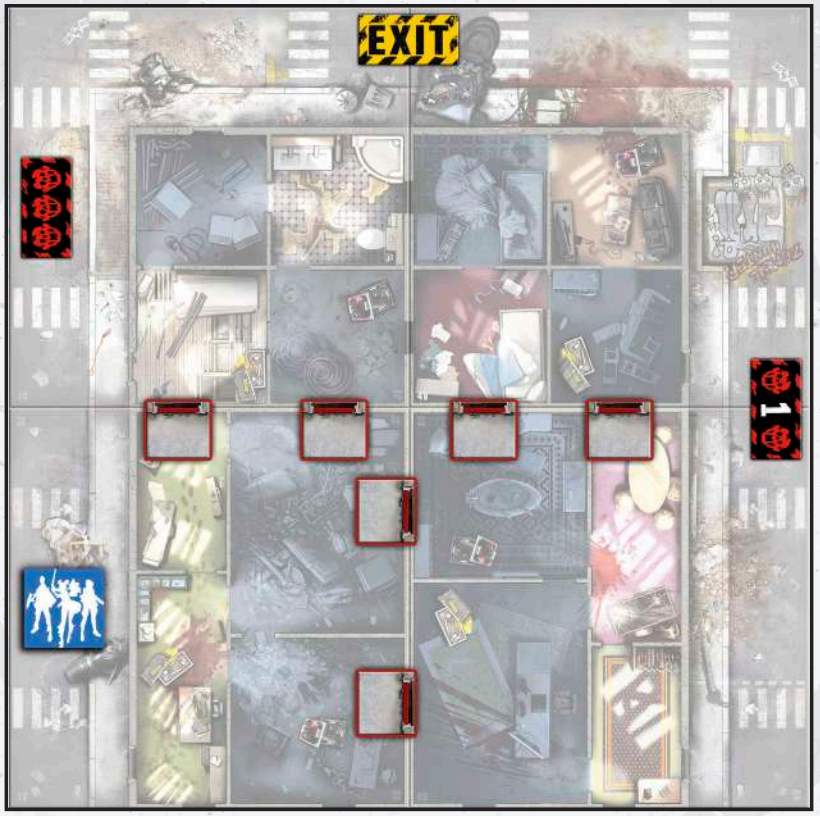
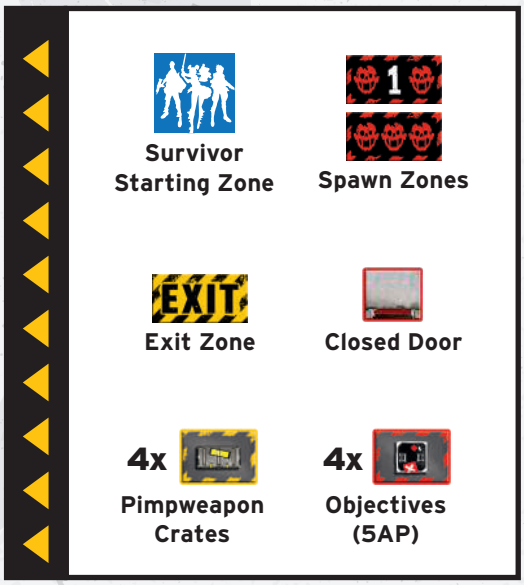
• **Setup.**
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Pick a random Survivor ID Card (except Ned's, obviously). The indicated Survivor is placed in the Survivor Starting Zone. They are now a Companion, and Ned becomes their Leader.
- Some rooms are isolated by doors. They are considered to be separate buildings for Zombie spawning purposes only.

• **Unlocked doors.** Doors can be opened without any door-opening equipment.

• **Looking around.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. The Survivor taking the Green Objective can also reorganize their inventory, for free.

• **A friendly face.** Taking the Blue Objective adds a new Survivor to the game. Take the Survivor that was set apart during Setup and place their miniature in the Zone. From now on, the player controls both Survivors. The new Survivor starts with no Equipment. Ned can do a Trade Action for free when the Blue Objective is taken. The additional Survivor always plays after Ned.

• **Sweet loot.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



3V	4V
5V	6V